

What is claimed is:

1. A method for sorting static images, comprising the steps of:

5 computing the number of edge pixels of objects in the static images and measuring textures of the static image by numerating the number of edge pixels; and

 sorting the measured textures according to a sorting order.

10 2. The method of claim 1, wherein the step of measuring includes the steps of:

 performing an n-dimensional Wavelet transform by using a high pass filter so as to obtain edge information for the
15 objects in the static images; and

 eliminating noises included in the transformed static images through the use of a Sobel operator and computing the number of edge pixels of the objects in the static images..

20 3. The method of claim 1, the step of sorting sorts the measured textures in an order their values are closer to a texture inputted in a next time.

 4. A method for browsing static images in a data image
25 texture database by using an inputted query image as a standard, comprising the steps of:

 measuring a texture of the query image by numerating the

number of edge pixels of an object in the query image; and

searching a texture close to the texture of the query image among the textures of the static images sorted in the data image texture database.

5

5. The method as recited in claim 4, wherein the step of searching further includes the step of sorting the textures of the static images in an order their values are closer to the texture of the query image.

10